

ISSUE # 1

FIGURE PAINTER magazine

sculpting • painting • displaying • gaming

REVIEWS FROM
AX FACTION
CLOCKWORK PALADIN

◀ INSIGHT

interview with **Karol Rudyk**

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Shane Rozzell.

First up let me welcome you to Figure Painter Magazine (FPM), our new publication. It has been a hard slog over the last few months getting it ready. I have managed to gather a great team of fellow miniature enthusiasts of all whom have a proven record in what they do and I offer each one my most sincere thanks for their efforts and because of that this issue is dedicated to them.

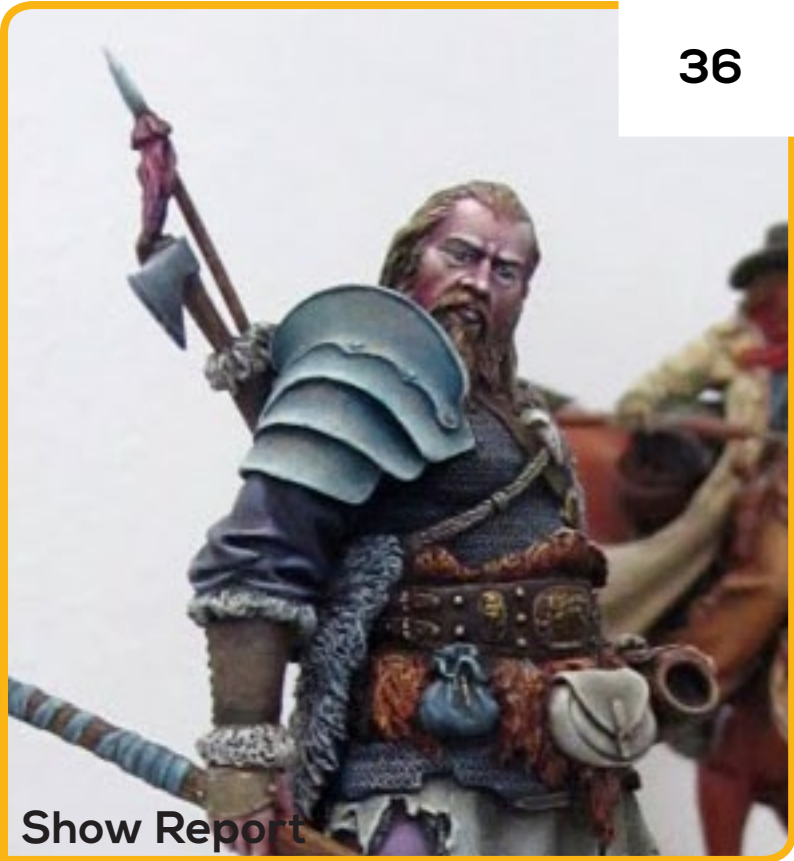
I would also like to pay tribute to our social media followers and to those who have used our pages as a hub for news about this wonderful hobby of ours.

We all know this is issue one and hopefully the beginning of something special. Our main goal is for FPM to grow and become the leading miniature painting magazine. For this to happen we know we have to listen to our readers so if you have any suggestions or wish to participate with the magazine feel free to drop us a line.

To start us off we have an interview with one of the best painters around at the moment, Karol Rudyk and we hope to have more of his work in future issues. We also have some great reviews and two superb tutorials, one of which will become a regular feature. As well as all of that we have the latest news from the hobby, a roundup of the recent shows and what is trending on the web.

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Hot on the heels of their two NMM (Steel & Gold) paint sets, SCALE75 have brought out a third. The "Flesh Paint Set". This is priced at a pretty reasonable 18.18 € + IVA and comes with an instruction sheet detailing how to paint various ethnic skintones.

Each of the paint sets come with 8 paints in a dropper style bottle and when used with the Scalecolor Acrylic thinner can be used through an airbrush.



Also, SCALE75 has begun a new project for the production of an impressive series of 75mm Steampunk miniatures that they need our help to make real...

After the great response they received with the launch of the 3 model series STEAMWARS, they have decided to take on a new, more complex and challenge, but much more inspiring and detailed within their Steampunk universe.



Andrea Press

On 15th May Andrea Press release a new publication called "Painting Gold Award Fantasy Figures". The book is by Julio Cabos and Diego Esteban and promises to be a complete guide from basic to advanced figure painting. This is available from their website and sells for 15,00 Euro's.

Wyrd Miniatures: Puppet Wars Unstitched



Unstitched is a new edition of Puppet Wars. Puppet Wars is a fast-paced tactical board game set in the world of Malifaux. Each player takes on the role of a voodoo puppet, animated by arcane energy and trying to act out the part of its real life look-alike. Claim precious workbenches, tear the stuffing out of your enemies, and sew on bits and pieces of your fallen comrades! Each player takes turns animating their puppets with cards from their hand. Puppets can move, attack, and claim important spaces on the board.

Tear apart your opponent's lead puppet and win the game! Use careful positioning and resource management to come out on top. But be careful, or you'll end up being the stuffing under the couch.

Selling for \$75 Puppet Wars Unstitched includes forty-four high quality plastic models with amazing detail, two puppet decks, tokens, a brand new board, and streamlined rules. Poke around this site and get familiar with the rules. If you do, before long, you'll want to pick up a needle and join the puppet war!



French company JMD Miniature are closing. In a statement on their website they say that they're stopping trading on 31st August 2013. Here is their statement in full.

"Hello to all, We inform you that we stop our activity on August 31st, 2013. After this date, it will not be possible any more to place order of the MINIATURE references JMD. We thank you for your loyalty during these 6 years. Thanks to all for your collaboration. Jean-Marie and Chrystelle".

However FPM has learned that they are not selling off the rights to any of their products so we hope and speculate they will resurface again in the near future. What ever happens we're sure that like ourselves you'll wish them the best in their future.

Staples will sell 3D printers

Staples, the world's largest office products company and second largest e-commerce company, today became the first major U.S. retailer to announce the availability of 3D printers. The Cube® 3D Printer from 3D Systems, a leading global provider of 3D content-to-print solutions, is immediately available on Staples.com for \$1299.99 and will be available in a limited number of Staples stores by the end of June. The Cube® 3D Printer, ready to use right out of the box, features Wi-Fi, is compatible with Mac or Windows, and comes with 25 free 3D templates designed by professional artists, with additional templates available online. With its ultra portable design, the Cube® fits easily in the office, classroom or living room, making it the perfect 3D printing device for designers, small businesses, students and kids.



Rothand Studio is a flourishing young company at the beginning of an exciting and long journey. Rothand love war gaming and their greatest passion is developing the most beautifully designed crafted gaming figures. Rothand Studio is dedicated to designing and creating their own finely cast figures in order to offer fellow players and collectors epic scale, gaming works of art at a reasonable and affordable price.

The Goal

Rothands goal is simple. To offer the greatest gaming figures to the largest possible community at the most affordable prices. By using Indiegogo as a funding platform, they aim to raise \$5,000 which will allow them to take the next step and finance the production of their own figures. In addition to producing our product, this start-up campaign will allow Rothand to introduce their ideas and vision to the growing community of gamers. More importantly it will give Rothand Studio interactive feedback about what you, the customer, thinks about their designs and will allow them to grow with the demands and needs of the gaming world. Below is a sneak peak of their work.



Battlefront miniatures to take over distribution of Dust Tactics and Dust Warfare

[Dust Studio](#) have announced that [Battlefront Miniatures](#) will become its publishing and distribution partner for the Dust Tactics and Dust Warfare miniatures game lines. Fantasy Flight Games, Dust Studio's current publishing partner for those games, will transition sales and marketing activity to Battlefront Miniatures on June 1st, 2013.

"Dust has had a wonderful few years, during which we have seen the game's community grow exponentially," said Dust creator Paolo Parente. "Both Dust Studio and Fantasy Flight Games have evolved significantly during our relationship, and we now mutually feel that we are both better served by moving in new directions. And I can say that this decision is a truly amicable one."

INSIGHT

interview with **Karol Rudyk**



Place of Origin: Poland

Years Painting: Almost 8

Major Awards: Gold in monster category on GD UK 2006. Gold in diorama and slayer sword at GD UK 2012. Two bronze's at Polish Hussar contest. Three gold's and Grand Prix at Master of Imagination which is a Polish painting competition. Recently, silver at Russian Alternative Battle 4 painting contest.

Future plans: To be better and a better painter and sculptor.

Last year he divided the painting community by selling one of the most sought after prizes the hobby has to offer but one thing we can all agree on is the outstanding quality of his pieces. There is only one Karol Rudyk!

Q1: *I don't want to dwell on your making the decision to sell your slayer sword, I personally think you were perfectly in your rights to do so but it has caused quite a bit of controversy throughout the hobby. Has this affected you in any way or the way the hobby perceives you as a painter?*

A1: The slayer sword was sold because it was of very poor quality. I collect unique swords. I have Japanese katana sword, limited edition of Anduril of Lord of the Rings fame, Atlantean Sword made by Albion company from the Conan: The Barbarian movie, and some others. The slayer sword was to be next. Unfortunately, GW changed the quality of the prize. They



changed a beautiful, hand worked sword (which I saw personally, in 2006) for a cheap, Chinese made, factory produced, sheet metal version worth about 20 USD. It is really ridiculous that such a big company like GW is trying to save some pocket money on its most prestigious award; well, it is their policy, it seems. Many people still don't get why I decided to sell this sword, that's their problem, not mine.

Q2: *So, are you interested in winning more Golden Demons or have you set your sights on winning other painting competitions; Euro-Militaire here in the UK or Crystal Brush in the US for example?*



A2: Yes of course, during this year I took part in Russian alternative contest in March and plan to attend Hussar 2013, a Polish contest, then Crystal Brush maybe in 2014.





Q3: *OK, I'd like to move on to one of your most famous pieces to date, the Vampire Lord on the Zombie Dragon. What inspiration did you draw on to get the idea and how detailed were your plans and how close is the final piece to your original concept idea?*

A3: Before I build a mini I think about it and construct all visions in my head. After, I can prepare what I want so the project is 90% exactly like my vision. I prepared several drawings before about the position of the dragon on rocks. When I finish a miniature it looks like the first drawings. I always work as if this is my project not a commission work.

Firstly I have vision and then I prepare it. I do not change a lot from the first ideas of the project. I also plan the banners at a very early stage.

Q4: *After putting so much time and effort into a project do you not get emotionally attached to it like some people do or as soon as it's finished are you're looking forward to you next piece?*

A4: When I finish my vision I am happy. But after several days I want prepare something new and better so my older minis soon begin to bore me. I like to think about new projects and not be tied to the past. I'm always looking to the future. I am happy a lot of people want to have my minis in their collections. I think this is better place for my work than in my studio.

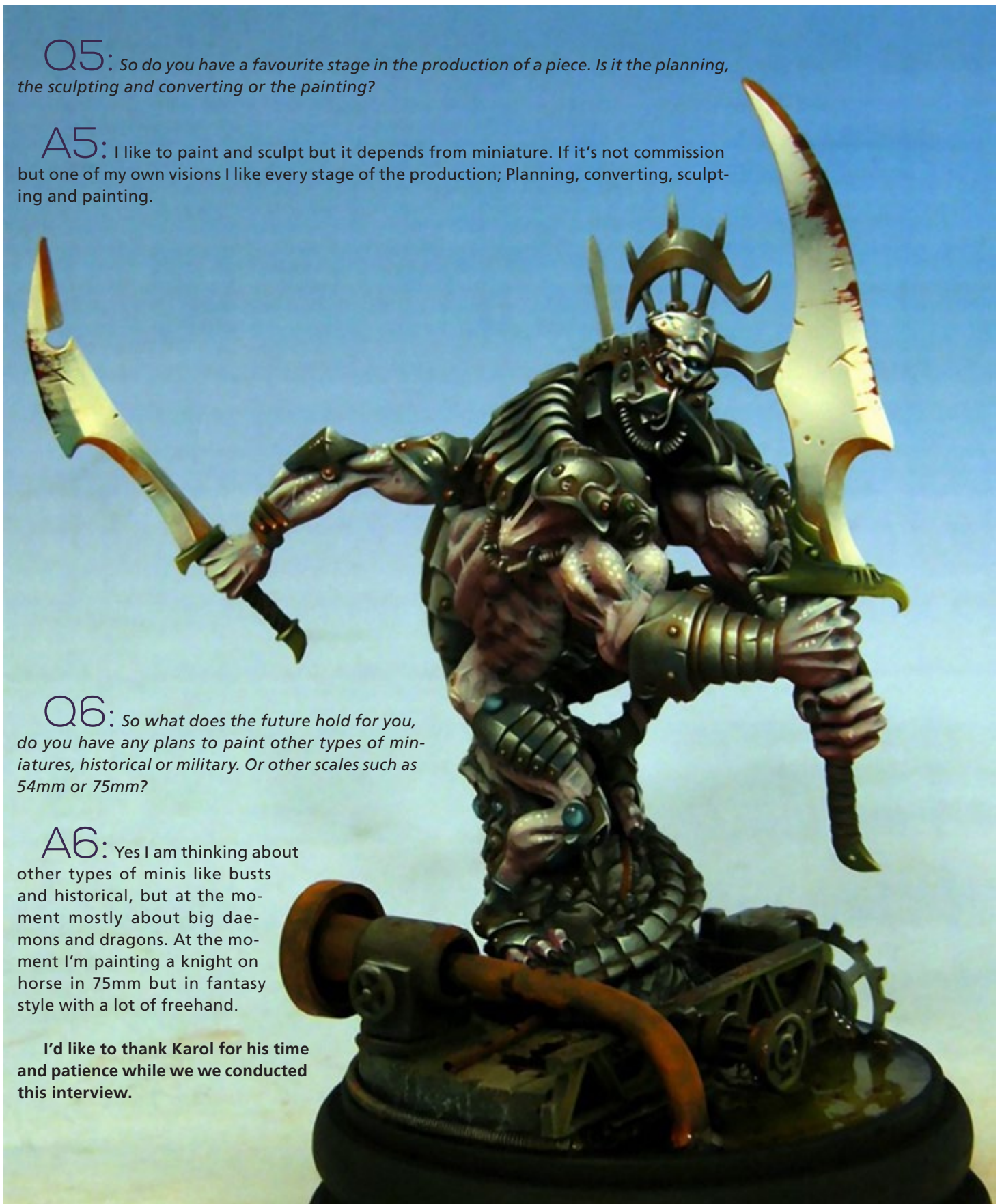
Q5: *So do you have a favourite stage in the production of a piece. Is it the planning, the sculpting and converting or the painting?*

A5: I like to paint and sculpt but it depends from miniature. If it's not commission but one of my own visions I like every stage of the production; Planning, converting, sculpting and painting.

Q6: *So what does the future hold for you, do you have any plans to paint other types of miniatures, historical or military. Or other scales such as 54mm or 75mm?*

A6: Yes I am thinking about other types of minis like busts and historical, but at the moment mostly about big daemons and dragons. At the moment I'm painting a knight on horse in 75mm but in fantasy style with a lot of freehand.

I'd like to thank Karol for his time and patience while we we conducted this interview.





Unboxing Ax Faction's Forest Guardian and Broadfoot Beast Hunters

By Mario B Delgado (mbd)



Ax Faction is a new Board game that has released some nice 32mm models. I found out about it 'surfing' the boards of the most popular social network places and was very impressed with one of their first releases, "The Forest Guardian" riding a big bear, "Broadfoot" and thanks to a special promotion I got it P&P free!

Material: Resin

Scale: 32mm

Price: £24.50 +P&P

Available from Ax Faction

Web Page

www.axfaction.com



After ordering via the online shop and with easy payment the mini arrived within a few days. I must add that the communication from the shop was superb on acknowledgement of sale and informing me about postage within hours of placing the order.

REVIEW

The model is 32mm resin and came packed in a cardboard box with a large copy of the artwork and a thank you card.



The package is not the most "high tech" possible but is functional. Inside, and in two bags, there are the parts needed. Missing is the presence of a "play base" which I wonder if it is not included as "standard" as there was not much available extra space on the box.

The model itself consists of five separated pieces and two sprues on which are the smallest pieces. The largest piece is the body of the bear to which is integrally sculpted the bottom half of the guardian body. Next is the bear's two forelegs, the top part of the body of the guardian, the large axe with the hand sculpted on it and on the two separate sprues the little details for the belt on the chest of the bear and the parts for the guardian (two arms, hair plaits and belted axes).



The quality of the casting and the level of detail is great with a crisp sculpt to the bear's fur and other details. Little "flash" needs to be cleaned, but the only snag is the fact that the left hand of the rider is also an integral part of the bear's body and its sculpt is not as crisp as the rest. The "joints" are well engineered so the fixing of the pieces is easy and only requires minimal filling.



Overall a nice model, nice concept, well cast and sculpted and with a great service so I know I'll enjoy this once built and painted.

Mario

Association of miniature collectors, modellers and tabletop wargamers "Agram"

Dear friends, it is time for the,

11TH ANNUAL AGRAM ARENA SUMMER TOURNAMENT

We are in the second decade of organizing Arena events
and this year's Agram Arena Summer is going to be
held over two weekends.

13-14th of July 2013 -Malifaux International tournament + Demo
Games / Open play (Infinity and LOTR SBG on Saturday 13th;
Flames of War and Warmachine on Sunday 14th)

20-21th of July 2013 – Warhammer 40K International tournament +
Black Queen Hobby and Miniature Painting Competition

Location:

MS "Cvjetni trg", Miskecov prolaz 3, Zagreb, Croatia.

Entry: **FREE!**

Refreshing drinks for all players will be free during the tournaments.
Accommodation for Saturday night is also free for the 1st time
comers (read more in the rules)!
Lunch is available at the price of 75 Kn (around 10 Euro) for both
days (= 5 Euro/day)!

Check out the tournament rules & other info with background:
<http://www.ums-agram.hr/app/webroot/dokumenti/AAS2013.pdf>
w/o background (printer friendly)
http://www.ums-agram.hr/app/webroot/dokumenti/AAS_2013_print.pdf

Official languages of the tournament will be **English** and **Croatian**.

Registration:

40K - from 1st of June to 15th of July

Black Queen - from 18th of June to 15th of July (not necessary - see
the rulespack)

Malifaux - from 1st of June to 7th of July

Demo Games / Open Play - from 7th of July to 12th of July
(you can find guidelines on registration in the rules, check out the
above link).

If you need any other information please contact us at
ums.agram@gmail.com or GSM +385 91 7620584

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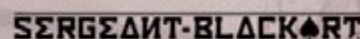
Welcome!



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Grad Zagreb



TRENDING...

the best from around the web

For issue one of FPM we have found a great blog post for you to see.

This is my most recently completed project, a 1/12 scale figure of an Eldar Striking Scorpion from Warhammer 40,000. Warhammer was definitely an important step on my road to where I am today, and although I don't play or collect the figures I'll always have a soft spot for the universe. The Eldar were my favourite race, and the Striking Scorpions my favourite Aspect Warriors. I nearly made a full-size Scorpion helmet whilst at uni, but decided on the Bubble Bomber instead.

I actually started this way back in 2009 at the same time as the Wesley figure - he was a great way to use up leftover magic sculpt. Once I got my job though, my time spent commuting stopped my working on it and he was stuck in the WIP box for years before I dug him out in 2012 and decided to finish him.

I went all out, took him way more than any other figure I've done. The base figure is a Spider-Man, chosen for his lithe frame and great poseability. The armour is sculpted, as always, with magic sculpt. Where he deviates is on some of the details - the mandiblasters, weapons, runes, wargear and dreadlocks were all drawn in Rhino and 3D printed by [Shapeways](#). This allowed me to get a crispness of detail I wouldn't be able to achieve with sculpting by hand. My hat goes off to those who sculpt at 28mm, I don't know how you do it! The dreadlocks were paired up, moulded in silicone and cast in rubber, so they flex around very nicely. I bought gold links to connect the runes and wargear to his belt, and printed custom waterslide decals for his thigh armour and kneepad.

He isn't entirely accurate to the mini. I'm never usually very fussed by complete accuracy, I believe entirely in artistic licence. I'm also a fan of practicality, which became tricky when I was considering his pistol, the pouch/holster, and the cable connecting the pistol to his arm. None of that seemed to work together, so I compromised and went for aesthetic appeal.

First time I've used pigments to simulate mud, I'm definitely doing that again! Once the weather warms up a bit, I'll take him into a forest and get some shots there. I'm chuffed to bits with him, and the best bit? I get to keep him!



For more information....

<http://angryhedgehogtoys.blogspot.co.uk/>

<https://www.facebook.com/AngryHedgehogToys>

STAR WARS X-WING MINIATURES GAME

X-Wing is a tactical ship-to-ship combat game in which players take control of powerful Rebel X-Wings and nimble Imperial TIE fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and painted miniatures, X-Wing recreates exciting Star Wars space combat throughout its several included scenarios. Select your crew, plan your manoeuvres, and complete your mission!



X-Wing is a tactical miniatures game that uses the Flight Path system, similar to Wings of War/Glory. A game of X-Wing can take anywhere from half an hour up to two hours for a large scale battle. The purpose of the game is to destroy your opponent's ships in some intense and tactical dogfighting. Although tournament play favours dogfighting other more casual scenarios are provided within the X-Wing core set as well as in the larger Millennium Falcon and Slave 1 boxes.

Components

Within the core set you get everything you need to start playing, 3 ships (one X-Wing and two Tie fighters) as well as manoeuvrable disks for each ships, upgrade cards, tokens, ships cards, a damage deck, manoeuvre templates, dice, more tokens and a set of flight stands,. Oh and a rule book, and more tokens.

Let's start with the important part – the ships. These ships are simply fantastic, the level of detail is impressive and the paint scheme that is provided on the models is good. You can quite happily play with them without the terrible paint schemes/mistakes of other systems; I'm sure some of you will have experienced the "wandering-eye" syndrome of Dungeons and Dragons miniatures. The detail on the ships lends itself to extensive customising in painting. Already people have started adding additional details to engines for the Falcon and Slave



1 as well as repainting entire squadrons of A-Wings into Blue and Green squadron.

The card board dials, tokens and templates are exactly what you expect from Fantasy Flight Games, good quality and interesting artwork. The cards for the various upgrades and pilots all boast brand new artworks and really add to the feel of the game. Although I would recommend sleeving the damage deck as most of the damage you will receive is face down but occasionally you will take a critical hit and the card will be resolved face up with some extra detrimental effect, last thing you want here is for your deck to get scuffed and marked thus giving things away as to what fate may befall you next time you take a critical hit.

The plastic stands are superb and functional as you can mount different pilots on them for different games and they hold a specific token snugly in place which shows all your vital stats beneath each of your ships for you and your opponent to easily see.

Finally the rule book - this is an area in which you cannot please everybody, people like different layouts of rule books and it's impossible to please everyone. This one comes close

with its simple layout, diagram examples and index. The whole game is designed to flow very quickly from turn to turn with a minimum of downtime and this rule book has been written and laid out in such a way as to facilitate swift rules referencing.

Gameplay

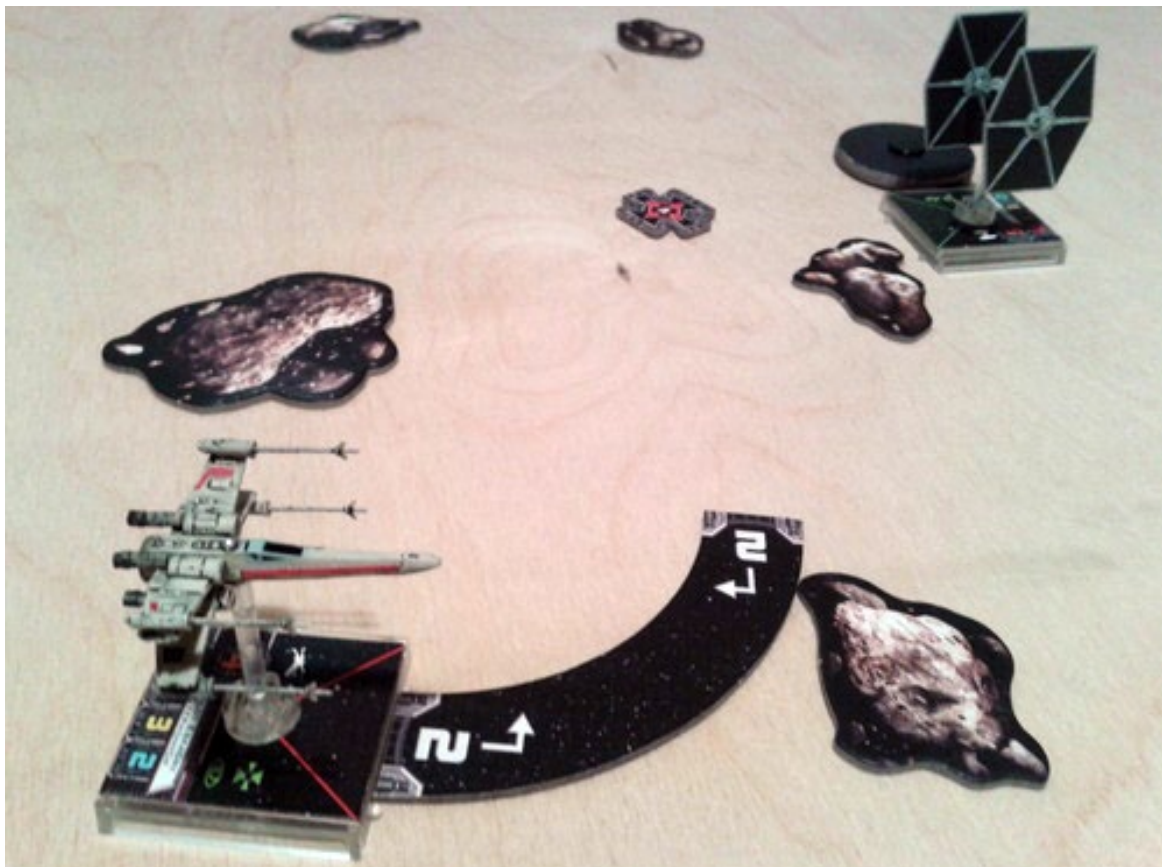
This is what is going to make or break any dog-fighting game, how much downtime between turns? How quickly do you lose ships? Does the game suffer from analysis paralysis? Let's have a look.

Before playing you and your opponent will select a points limit, 40 – 75 is probably right for around half an hour and 100 points is tournament level, taking around an hour. Then comes one of my favourite elements of the game – fleet building. I'm a sucker for customising. Give me a rule book with a thousand options and I'm happy, I love nothing better than finding fun combinations or exploring ways to use rules and items others said were unplayable.

Each ship has associated cards with it representing different pilots, for example a standard Rookie Pilot in an X-Wing costs 21 points and Luke Skywalker costs 28 points. So what do you get for your extra points? Luke comes with an extra upgrade icon over the rookie, "Piloting". He also has a special ability that can help him survive longer and he has a higher piloting skill which means he will move after less impressive pilots and fire before them.

Now the X-Wing itself has the same attack, defence and health statistics for both pilots but what each individual can do with it is different. After selecting ships and pilots you move on to select upgrades for your ships. Each card has a list of icons that represent upgrades available to that ship. The standard Tie fighters have no room for upgrades, named pilots can sometimes take piloting skills but on the whole Tie fighters are as they come, this is a theme across the imperium whereas the Rebels get lots of customising options, all at a cost of course. You want a deadly Ion cannon well that only comes on a Y-Wing, you want droids on your A-Wing, sorry no joy there.

Once you've built your fleet it's time to play. Set up a 3'x 3' space, chuck out some asteroids tokens and start playing. First each player will take a dial for each of their ships and pick one of their manoeuvres then place it face down next to their ship. Different ships are able to perform different moves, Tie Fighters can move fast and still perform tight turns at low speeds but a Y-Wing can't reach the same speeds and certainly can't turn anywhere near as well so you have to play differently depending on your and your opponent's loadout.



end up flying too close to an asteroid.

The actions available to each ship are different and can be added to with upgrades and can range from defensive actions such as "evade" to establishing a target lock so that proton torpedoes or cluster missiles can be launched. If a ship ends up bumping into other ships or asteroids they will forfeit their actions, potentially leaving them vulnerable to enemy fire.

Once all ships have moved and made actions the combat step will start. This is the second half of the horseshoe, just as movement went up

Once the planning phase is completed players work through the ships on the board revealing and resolving their movements and selecting actions for their ships. This happens in a horseshoe fashion. The ship with the lowest piloting skill moves first then selects an action (more on those in a moment) after this the ship with the next lowest skill activates. This leads to a back and forth with your opponent where you are trying to work out who moves in what order and what they are likely to select. This in turn leads to amazing miscalculations where ships end up avoiding each other by millimetres or where they

the piloting skill ranks now ships will fire in decreasing order of piloting skill. Ships attack with a number of custom D8 equal to their attack stat, usually with a bonus for attacking at short range. Defender will roll defence dice equal their defence stat, with bonuses for shooting through obstacles or at long range. Damage will come off shields before hull (good luck if you like Imperials by the way as clearly the Empire didn't see the point in putting shields on their ships, just make more, that's the Imperial way) if a ship takes hull damage it will be dealt damage cards, some of these will be face up if they come from critical damage. The variety of damage cards in the deck are immense, you could have a secondary weapon destroyed or maybe a cockpit fire. The flavour of these cards are amazing and they really add to the feeling of the game, specific types of damage affect a ship in realistic way, damaged stabiliser means you might take damage by pulling off stressful moves.



Keep playing until the required time is up, your opponent is destroyed or the objectives are completed. In the event of a draw you can see who has destroyed more points and they win meaning that games will very rarely end in a stalemate.

Criticisms

I have 3 very simple criticisms of this game and each of them can be minimized.

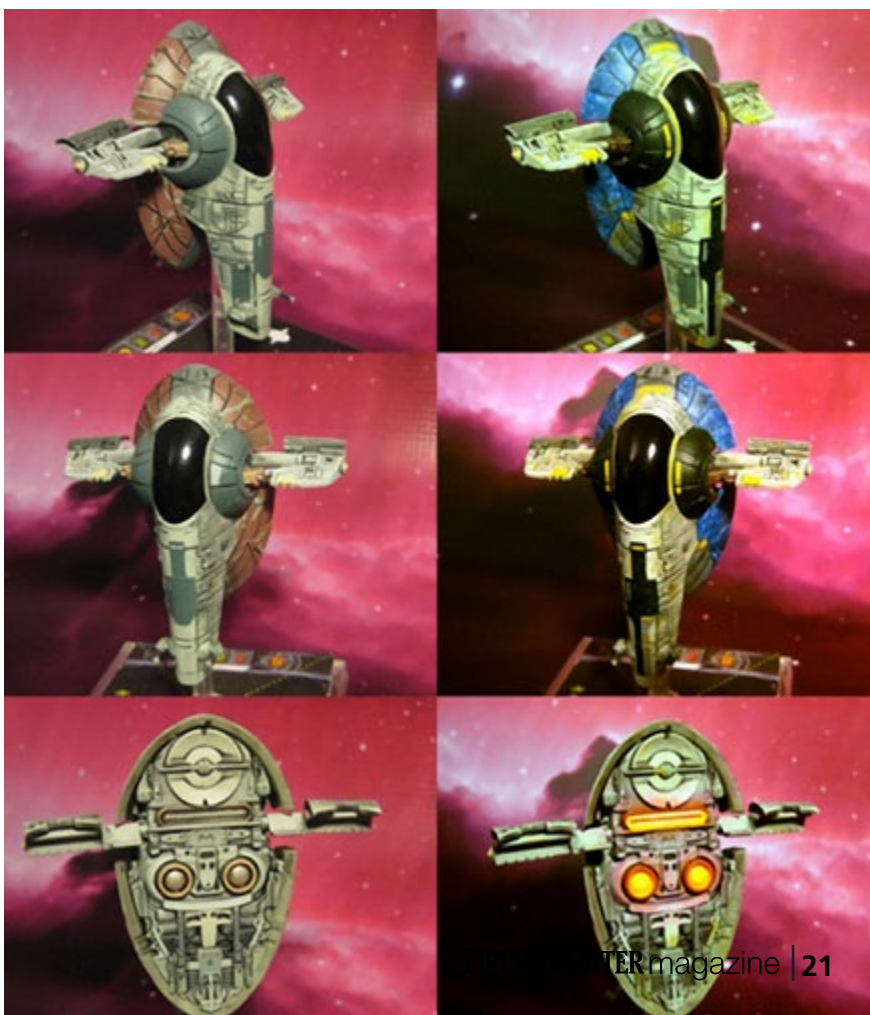


Conclusions

OK, what do I think? This game is amazing. It comes together with an amazing amount of fluff and flavour. When you see Tie fighters barrel rolling around asteroids you do start humming. When you see a Tie Advanced flanked by two Tie fighters chasing X and Y-Wings you can't resist declaring that you will stay on the leader. When you take damage with R2, well you know the quotes, and that's what happens whilst you're playing, you talk to your opponent, you interact with them and appreciate when each of you pulls off a good manoeuvre or a lucky shot.

This is one of the few games like at a tournament level, especially as you see people playing individual lists with Twi'leks (get it tweaks, Twi-leaks, oh never mind) and each one being a challenge to adapt to and play against. The vast differences in factions and ships mean that a meta-game is already developing, especially with the addition of large based ships like the Falcon and Slave 1. With this comes forums, and there are a lot, I'll shamelessly plug the one I've found and enjoyed so far here but there are so many out there, this is what shows the quality of this game, the amount of players talking about it, posting up custom paint jobs, list ideas, looking for tournaments. It's really something and I urge you to head down to your local store and give it a try if you haven't already, although as we all know there is no try, so do it.

1. Availability – This is not so much a criticism so much as something to be aware of. This game sells out, straight away. It is so popular we have people ordering from America to get some of it. America, where it's sent from. That's right, it is that popular. Now I have to say I respect Fantasy Flight Games for their less than popular decision regarding the second wave of ships. Wave 1 sold out pretty much worldwide within a month. So what did they do, made more and delayed Wave 2 so they could make more in the hopes that everyone would get some. So ships of Wave 2 still sold out in less than a week but not all so I guess it worked...
2. Price – This isn't really my criticism but it's the one I hear about the most so I may as well voice it here with my opinion. The individual ships are £12 before any discounts. That's for one painted, licensed ship plus all of it's tokens, dials, flight stands, upgrades and pilots. Compare it to other licensed games and it's not so bad (cough Batman Arkham city cough)
3. Finally it's the old Magic the Gathering issue, so far everything is great, ships, upgrades, Tier 1, 2 and 3 lists nothing really broken yet, but there will be something. Look at Lord of the Rings LCG, look at Warhammer Invasion, look at any of their LCG's products as where games go with lots of expansions. Something breaks. Now usually Fantasy Flight are great at getting FAQ's and errata's out but this is still something to recognise is going to happen at some point.



EXPOSÉ

EXPOSÉ is where Figure Painter Magazine highlights the very best new releases from around the Figure Painting hobby



Beelphegor, Fire Wings

Company: Andrea

Scale: 54mm

Contact: www.andreaeurope.com



The Huntress

Company: JoeK Miniatures

Scale: 32mm

Contact: www.joekminis.com



Anglo-Norman Crusader, 1189

Company: Heroes & Villains Miniatures

Scale: 1/12

Contact: www.hvminiatures.com



Ur-Fildyr

Company: Studio McVey

Scale: 32mm

Contact: studiomcvey.highwire.com



Hulk Vs Wolverine Pre-order

Company: Fantasy Realms Models

Scale: 1/3

Contact: www.fantasyrealms.co.uk



Thorunn Frozenfang

Company: Freeman Sculptures

Scale: Unknown

Contact: freemansculptures@hotmail.com



Female Prometheus Engineer
with the Early Xenomorph

Company: Garage Kit

Scale: Approx. 14 inches tall

Contact: email to www.facebook.com/apikittm



Cleopatra

Company: Kabuki Models

Scale: 54mm

Contact: www.kabukimodels.com



ROMAN TRIARY

Company: Mercury Models

Scale: 54mm

Contact: mercury-models.com



Dwarf Warlord

Company: Elan 13 Miniatures

Scale: 1/12

Contact: elan13.co.uk

EXPOSÉ



The Dragon Lord

Company: War Griffon Miniatures

Scale: Approx. 80mm tall

Contact: www.modeldisplayproducts.com



Captain, Royal Welsh Fusiliers

Company: Tommy's War

Scale: 54mm

Contact: www.tommyswar.co.uk

Fagin

Company: Miniaturas Fortes

Scale: 1/24 (75mm)

Contact: www.miniaturasfortes.com





The Fiddler Mech

Company: White Dragon Miniatures

Scale: 28mm (Stands 150mm tall)

Contact: whitedragonminiatures.co.uk



Aykroyd, Paranormal Investigator

Company: Guild of Harmony

Scale: 32mm

Contact: www.guildofharmony.com

TUTORIAL

MALIFAU

A story of a gaming board



Some time ago, Shane approached me with a crazy (I thought at the time) idea of building a modular board for FPM and writing a series of articles about it.

Some of the things Shane listed as “wants” were:

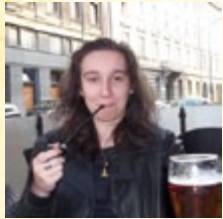
- » Electronics
- » Modularity (for easier shipping and storing)
- » Steampunk theme

Being a total Malifaux fan(atic), the third requirement didn't come hard. As to the first two requirements, I've done electronics on a board and I've done my share of modular boards but never have I combined the two. That proved to be the challenge that tickled my fancy the most – how to connect the electricity to all (or most) of the modules and not to have a need for millions of sockets.

During the course of this series of articles, I'll go over various stages of building a modular gaming board for Malifaux, such as planning, purchase of materials, cost-cutting, electronics (both theoretical and practical), actual building (with tips and tricks) and “pimping out” with extra features like shelves for your cards (Malifaux is a game played with a deck of cards instead of dice).



In this huge project I'll need some help. So without further ado let me introduce a couple of my mates who will assist me. First up is Ana (or Gujozec as she's known on many forums). She's a student of cultural anthropology and English and a



Ana: I've been in this hobby for the last seven to eight years I painted my first miniatures in my early teens. Some would say "a bit of an unusual choice of hobby for a girl", but I have always preferred playing with toy cars and plastic soldiers over dolls, even when I was very little.

I was always an artistic type, so I taught myself how to paint my miniatures fairly quickly, and soon attempted my first conversions. Even though I've converted and painted several armies for various tabletop games, I haven't done much playing. Until about a year ago, that is, when I got into Malifaux. I've been a member of UMS "Agram" since 2005. Nowadays I spend my hobby time painting my ever growing Malifaux Crews, attending tournaments and painting competitions, and working on my slow, Malifaux-related side project [Gardens of Hecate](#).

This gaming board project will benefit from my painting and sculpting skills. Besides that I'll be doing research – digging through games, books, Malifaux rulebooks, TV shows and films for useful reference material.

Ana's Yan Lo crew



R2D2 conversion

Ana's McMourning crew (conversions)



long time member of my club called [UMS "Agram"](#). The other is Andrija (or Walker – not named after George W., or so he claims). He's played a crucial part in many projects UMS "Agram" has done in the past.



Andrija: I came into the hobby world by chance. My friends and I used to play Bloodbowl. We played with Lego and Kinder Surprise toys proxies and improvised cardboard gaming boards and we weren't too interested in the hobby aspect of gaming.

To better organize ourselves we wanted to use an internet forum, so we started using the one from a newly formed miniature wargamers club (UMS "Agram"). At the time UMS "Agram" was organizing one of their first international wargaming tournaments and there was a need for many pieces of terrain. So I started helping out. A few months later I was making terrain and painting minis almost all of my spare time. This was all back in 2003-2004. Since then I worked on many bigger and smaller projects and almost always my partner in crime was Marko. Most notable projects were the: Cities of Death gaming board, Pirate's Cove gaming board, Bloodbowl human team "Rastoke BMFs" and running the terrain building school. I also took part in a few fantasy wargaming tournaments with some success (Agram Arena Summer 2010 LOTR Champion).

Nowadays I play Malifaux. For this project, I'll be doing a lot of the "boring" work like mass fabricating essential parts such as walls, floor tiles, furniture similar to my work on a project we had a few years back, when we were building a completely modular wargaming town for fantasy skirmish games.





Andrija's Pirate's Cove gaming board

Andrija's favourite BB team – Rastoke BMFs



Marko: It all started for me in the early 90's with the building of model airplanes. I used to love WWII planes, especially the German ones. Couple of years into it, just building and painting the planes wasn't enough and like most of the model builders I started making scenery around my airplanes.

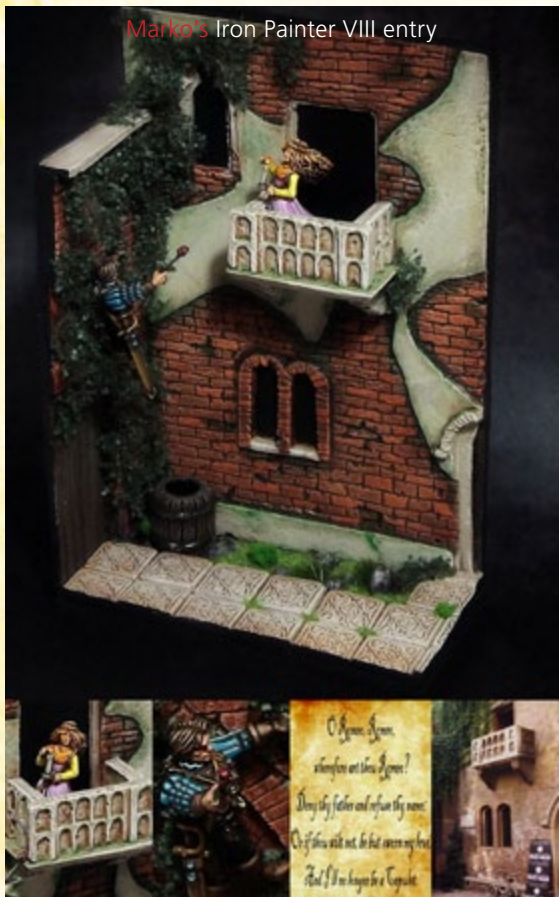
Through these I got into toy soldiers but that wasn't enough of a challenge. I wanted something where I could express my creativity and not just paint "the way it was". During one walk about town, I noticed a store that had some cool looking minis in the shop window. I went in and bought my first fantasy miniatures. They were some Lord of the Rings minis from a company called Mithril (anyone still remember those?). A couple of years later, GW produced their LOTR Strategy Battle Game and I was hooked. At about that time, a couple of us painters/wargamers decided to form a club (association, to be more precise). Thus, in 2003 UMS "Agram" was formed. UMS stands for Association of miniature painters, modellers and tabletop wargamers. Since then, I've been an active member of the club, being the president of the Supervisory board, later a member of the Executive Board and for the last four years the

president of UMS "Agram". All the while, I've been the manager of the club's terrain workshop and have been a part of all the major projects Andrija has already mentioned. About two years ago, I got into Malifaux and all things Wyrd.

Marko's first fantasy minis: Saruman vs Gandalf by Mithril



Marko's Iron Painter VIII entry



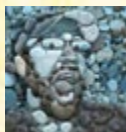
Ana's and Marko's Seraphicus



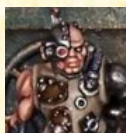
During the course of this series, there will be some small text boxes preceded by certain icons. Here is the list of the icons and their meaning:



Ana's Research – whatever Ana finds out about the Malifaux fluff and rules that will be useful to the building of the board.



Andrija's Bitz and Bobz – here Andrija will discuss the methods he uses to build/make cool little features (and ones not so little).



Marko's Lamentations – (usually) useful tips about making scenery or just my random ramblings about this that or other.



Planning Top Tips – cool stuff to be taken into account when planning a project.



Electronics Top Tips – everything concerning electronics, be it theoretical or practical.



Unboxing ClockWork Paladin's Ikari of Fire

By Robert "Lobo"
Monnar



Company: Clockwork Paladin

Contact: www.clockworkpaladin.com

Material: polyurethane resin

Scale: 30mm (height of the miniature: 52mm), comes with 50mm plastic base.

Cost: €25.00

Manufacturer's info for this miniature

Sculpted by Valerio "YRO" Terranova

Painted by Matteo "Durgin" Donzelli

Concept by Matteo "Durgin" Donzelli

Design by Valerio "YRO" Terranova

"Shaped by shadow and flames, the Ikari of Fire is a god of war, a relentless hunter whose sole purpose is to delete the mortal races by Shin. This Ikari of Fire is for The Third Key."

The Ikari of Fire by Clockwork Paladin (www.clockworkpaladin.com) arrived in the mail today. I received the miniature from the manufacturer in a packaged envelope. The miniature is packaged in a nice quality transparent see through plastic box with labelling on the front, back, and opening flaps. The miniature itself is in a transparent bag in the box for added protection and comes with a certificate of authenticity and what do you know, I got #2 out of 50 first run!



Opening the packaging you can see that the miniature comes in five pieces on two sprues and includes a 50mm round base.



The miniature is made of polyurethane resin and its scale is 30mm (height of the miniature is 52mm). The parts are included on two sprues. The first has the one piece head and body of the miniature with a separate smoke plume, a bell, and an optional mask included. The second sprue has both right and left arms with the staff weapon cut in the middle and attached to each hand.

Unpainted version with mask on sculpted by Valerio "YRO" Terranova





The Sculpt

The figure sculpt by Valerio "YRO" Terranova is well done and finely detailed with all details very visible to the naked eye and the resin used is of high quality and has a dull lustre, not shiny at all.

The pose of the miniature is dynamic and also very well done. While holding up the two sided staff weapon of pain, Ikari is just staring straight ahead with his fiendish grin. There is the optional face mask which is full of terror seen in familiar antique Kabuki art. The added smoke plume to his back gives it a demonic presence, dripping with character.

The Cast

Ikari is cast in a firm polyurethane resin that is still easy to work with. There are no visible flaws (cracks, bubbles, or blemishes from the casting) to the naked eye. There is some light flash along the lower extremities and accessories close to the sprue frame that can easily be removed. The parts fit together snugly and need no filling at all. All the details are nice and sharp as you'd expect with resin miniatures and it's an excellent quality cast. As in most cases regarding long slender cast material, the staff weapon is slightly warped at the ends, but this can be remedied by soaking in some hot water.

Final thoughts

The quality and cast is superb in this miniature. The dynamic pose is robust and is aesthetic to the eye. The cost seems a little excessive at €25.00, but being a first run figure and for most large creatures on a 50mm base is reasonable.

Now I will have to think of a pleasing Asian inspired colour theme for this miniature other than the already magnificent box art as the concept and sculpt suggests this influence.

HELP! WANTED!



We are looking for people to contribute to Figure Painter Magazine. Tutorials, Step-by-Step articles, interviews, Show Reports and reviews. If you feel you could contribute then please don't hesitate to drop us a line.

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SHOW REPORT



I have been in the hobby for a very long time having started way back when all I could get my hands on were Airfix kits or the OO/HO figures which I used to paint with a pin and enamels. I have since progressed from the pin and enamels to a roller and acrylics but have also used other mediums, I gave up making planes and tanks a long time ago, having played wargames and various RPG's in between then and now.

My main interest has always been in figures though, be they full figures or busts, historic or fantasy/sci-fi (don't ask about the size of the grey army) but I do like to consider all aspects of the hobby including tanks, aeroplanes and even model railways as there is a great wealth of information and techniques out there used by one or the other that the other aspect of the hobby doesn't know about and in some cases aren't interested in sharing because, believe it or not even in this day and age some people don't like the other part of the hobby!

The other aspect of the hobby I enjoy is the shows and during the course of a year I will attend somewhere in the region of 25 to 40 shows here in the UK, most as a trader but some just as a member of the public or to sit and paint on the club display table. It is therefore my intention each month to bring you a round up around the shows here in the UK.



A Brief Look Around the UK Shows

April sees one of the busiest months of the year here in the UK show circuit with plenty for everybody regardless of interest be it planes, tanks, trains, figures or wargames.

We had the Welling MMS Show, Shropshire IPMS Show, Forgeworld open day, Sword & Lance, Salute, ModelKraft (IPMS Milton Keynes) and the BMSS Nationals. Seven shows in total all vying for attention, out of this lot I did five of them but could have done 6 but time and other matters cancelled out two of them, all this does however mean that because of the Easter weekend next year April is going to be a disaster for some clubs shows but I will speak my thoughts on this at the end.

Many of the more popular shows or larger shows for that matter see companies using these shows as a launch pad

for new products not just kits or figures but accessories as well and many of the traders will have the latest releases from other companies at these shows.

Welling was no exception for this and SK Miniatures used the show to re-launch a bust, MDP launched "The Dragon Lord" bust and their latest 54mm female figure "Cerys" and El Greco had some of the new releases from Draconia, Scale 75 etc.

I often find the more relaxed atmosphere of the smaller shows more enjoyable than some of the larger shows as it gives you the chance to have a proper look at what is on show with the at-

tending clubs as well as the traders and of course it is not so packed around the competition area, it also gives you a relaxed atmosphere to sit and talk to other modellers about the hobby or just catch up with friends. Welling is excellent for this a small friendly show with a good representation of the hobby covered in their competition and many of the people that judge the competition here have won awards at some of the larger shows including Euro-Militaire and are on the invite list for judging at Euro as well so there is a wealth of knowledge to be gained by talking to folks.

Having travelled the width of England from Wales to Greater London on the Saturday to get to Welling I decided that going north to attend the Forgeworld open day or the Shropshire IPMS show wasn't going to happen that weekend especially with two of the shows coming up that month so the following weekend saw me travelling the length of England up to Darlington for Sword & Lance via my figure casters to collect two more new releases that were assembled in the hotel room on the Friday night prior to the show on the Saturday.

I have heard a lot about Sword & Lance over the years and how it has grown in the last few years as well, normally it clashes with one or two of the southern shows but this year it was the only show that weekend so the trek north was undertaken and well worth the journey it was too.

Sword & Lance changed its venue last year and is now held in the College and I have to say that it is an excellent venue for a model show as the main area of trade and club display is very bright although it did get a bit warm during the day because of all the glass which was surprising given the piles of snow by the side of the road on the journey up.

One thing I have noticed so far this year is that show attendances seem to be up on the whole compared to last year which I think is a good thing and Sword & Lance seemed no exception to this with people travelling down from Scotland and even all the way up from the London area for the day and quite a few making a weekend of it with a large contingent going out on the Saturday evening for a meal together.



Once again the competition was well represented with all aspects of the hobby which is always nice to see and again the judging was undertaken by experienced modellers and judges with many available to give advice and criticism to those that wanted it afterwards as well as during the day.

Well that was another weekend and another show done it was then into panic mode as the third weekend of April meant Salute on the Saturday and ModelKraft (Milton Keynes) on the Sunday.

Salute is an annual event put on by the South London Warlords and is increasing in popularity every year although primarily a wargames show a lot of figure painters now use

SHOW REPORT



the show as a warm up for Games Day later in the year and the competition goes a long way to prove this as it is now also used to put the winner of the Best in Show at Salute forward to attend Crystal Brush over in the USA. Salute is also "The" largest one day gaming show in the UK and this year proved no exception as they had over 5,000 people through the doors not including clubs and traders and each year the pre-booked ticket queue gets longer and longer and the space inside uses up more sections of the Excel Centre's Halls, a very far cry from when the show used to be held at Olympia in Kensington and spread over a couple of floors.

For traders and some of the clubs the show starts on the Friday afternoon with set up, some turning up in cars others in vans and even some in trucks so the planning alone is something to be admired for a show of this size let alone the amount of manpower required as it is not just the venue staff. Like so many of the larger shows the social side plays a large part and the bars and hotels around the London Excel area on the Friday night can be found with a hobby related topic being discussed by friends meeting up from

all areas of the UK and Europe that haven't seen each other since the last large show.

Over 150 traders attend Salute and a similar number of participation games are put on by various clubs and companies including new and pre-release games, traders vary from the run-of-the-mill wargames manufactures such as Battlefront, Kalistra, Front Rank, Smart Max, Freebooter, Hasslefree and Heresy etc to the more bespoke small designer type companies such as JoeK, McVey, Infamy and even book sellers (you can never have too many reference books can you?) and accessory manufacturers such as ModelMates and Sphere Engineering.

All in all Salute has something for everyone not just the wargamer but as it grows I often feel that some things stand still, the one area for this that stands out more than anything is the competition. Although well attended with a good selection of categories to enter including a category for the previous year's give away figure, it is still a first past the post competition despite some big UK names entering and many models don't even make it out of the cabinet to the judging table...

Having had 3 hours sleep on the Saturday night between getting home and unloading then reloading the car it was time to head off again this time to ModelKraft in Milton Keynes, this show used to be held in February but having got snowed



out last year and several times in previous years they decided to change the dates rather than risk not being able to hold a show at all as with a lot of club style shows the takings of the previous year pays for the following years show so it can be quite crucial as failure to meet attendance levels etc can be the end to a show.

ModelKraft is one of the larger shows in the IPMS circuit but also has a lot to offer the figure modeller and not just the plastic modelers, the venue is large with ample parking and traders are usually kept in the main hall and exhibiting clubs take up all the other spaces, this year there was a lot of exhibiting clubs from all around the UK and a few from Europe as well with several people stating it took them over two hours to view all the club stands before they got to the trade hall!

Traders included El Greco, MDC, Just Bases and MDP as well as plastic kit sellers and traders for supplies as well as a few demonstrating products sold via other traders rather than themselves selling to the public direct. The show also has a well attended competition although I was unable to view it due to being kept busy at the stand.

The final show for April saw me back in London for the BMSS Nationals, this show has a bit of everything for the figure collector by way of old school figures (Britains) as well as new figures and busts the main downside to the show for me is that it is in the middle of London on a Saturday but to me a Sunday would be no better I hate having to drive in the middle of London full stop but they tried putting the show just outside London a couple of years ago and people complained so back to the middle it went :(

I have purposely tried to keep this a short report for each show simply because of the number of shows this month, future reports will be a little more in depth hopefully. One thing that I have noticed this year though is that the flat figure seems to be on a revival which is very nice to see as there is some very nice subjects out there and they are a great challenge for the traditional round figure painter.



As I mentioned at the start of this report next April is going to need a lot of planning by the smaller clubs, this year has seen good attendances at most of the shows I have attended but with Easter falling where it does next year already the preliminary dates for Sword & Lance and Welling are going to fall on the same day as Salute a lot of people who go to the smaller shows will also go to the larger but when they all clash who will win?

As a trader I need to go to the larger show but as a member of the public I have always attended Salute every year as well. In the current climate a lot of people are choosing the shows they attend more carefully and I believe this may well continue for a few years yet, last year Sword & Lance clashed with Welling and previously Welling if not Sword & Lance as well,

have clashed with Salute which meant traders and club members/public who would have liked to do one or more of these shows had to make a choice where as this year they could do a few more shows. I know venue availability dates play a big part in when a show is held but I feel clubs need to start looking at their calendars more closely and talking to each other the age old argument of "But we have always held our show then" isn't going to carry on working for much longer and it is always sad when a club can no longer put on a show.

Dark Carnival

Sean Fulton explains how he made his award winning diorama base "Dark Carnival"

Gold medal, Gold Sophie in the Diorama Category and Second Place Best in Show at ReaperCon 2013



This is a rundown of how I constructed the base for my diorama Dark Carnival. It's not a step by step per se, but I took pictures along the way and will comment my thought process as I worked on the piece.

As with most of my models I'll start by referencing various pictures, either created by other artists, or photographs taken by others. In this case, I wanted to create a Venetian type setting and so looked at various pictures of the canals and streets of Venice.

The Substructure

For this piece I was going to create a street and buildings. I have found that Lego bricks provide a very nice basis for the substructure of a building, steps, or street—basically anything man-made. The Lego bricks are lightweight, can be fit together in various ways (and can be redone as you toy with various set ups) and have sharp corners and straight edges. I am not inherently handy and trying to do this on my own with wood or some other material would be time consuming and most likely would end up being crooked anyway...



Here was my initial set up. I like the leaping pose of the assassin and the calm demeanour of the Master Spy. Does the assassin know that she has the knife out?

TUTORIAL

I liked the elevation of the assassin. In reviewing my reference pictures, I knew I wanted to have a footbridge, the canal, and a small landing where the gondolas could load and unload. I also wanted to create some depth to the piece and have a street going backwards away from the scene. However, at this point, the base overtakes the minis. The focus should be on the minis and as you add more elaborate backdrop, one runs the risk of “losing” the minis amid the scenery.

I began working on the walls that I was sure I was going to include. Once the initial Lego bricks were glued together, I began laying out the general design of the wall. One wall would have a door and some windows. I started laying out bricks one by one, gluing them in place with superglue directly to the Lego bricks that I had glued together. Again referencing photographs, I also laid out the door frame and the base masonry. The masonry for the door frame was thin cork cut to size and the wooden door itself was done with coffee stirrers. The architectural detail above the door was a piece I picked up in the jewellery crafting section at Michael’s (a craft store in the US). As you can see, I have clipped the attachments off of the Lego bricks on those areas what would be flat for the street. I did the same on the tops of the walls.



At this point, after discussion with some friends, I began moving the pieces around to try and get a more focused scene, but still retain the elements I wanted to include. I removed

the side wall and placed the assassin so that he would be leaping off the bridge onto the spy. There were two problems with this. First, I lost the nice height elevation of the assassin, which really helped to promote a dynamic scene. Secondly, the way the model is sculpted, in this position his face is hidden. With the backdrop in place, there really would be no way to easily see his expression. Additionally, the bridge is somewhat outside the scene and again would serve to draw attention away from the two models.

I finally settled on the final configuration:



This kept the scene tightly around the two characters, maintained the height elevation I liked and kept all the other elements I was hoping to include—the bridge, landing, and narrow, winding alley.

Structural Elements

Now that the basic design of the scene was set, I began adding the elements to hopefully add realism and interest to the scene. The first step was to finish the laying of the bricks as well as the architectural elements of the walls. The bricks were obtained from Andrea Miniatures and were 1/35 scale. The building masonry was cork and the door made from coffee stirrers as I mentioned earlier. The wrought iron windows were obtained from a company called Grandt Lines (<http://grandtline.com>), which specialize in hobby railroad building. These were selected from a grab bag pack I stumbled across in a local hobby store. I put in a piece of plasticard behind the wrought iron window to mitigate some of the depth of the window.



The next step was laying the pavers down one by one as well, again securing them with superglue. I bought the pavers from Secret Weapon Miniatures. The edge of the street was once again made from cork cut to size. I also cut a very thin piece of plasticard to size to cover the lines of the Lego bricks. I wanted a smooth looking side to the base. I would eventually do this to all the edges of the scene; the tops of the buildings, the back of each building and the sides of the base itself. As you can see under where the bridge is to be located, the Lego bricks are readily evident. I could have taken some Milliput, Greenstuff, or filler putty and done the same thing to fill in the cracks.



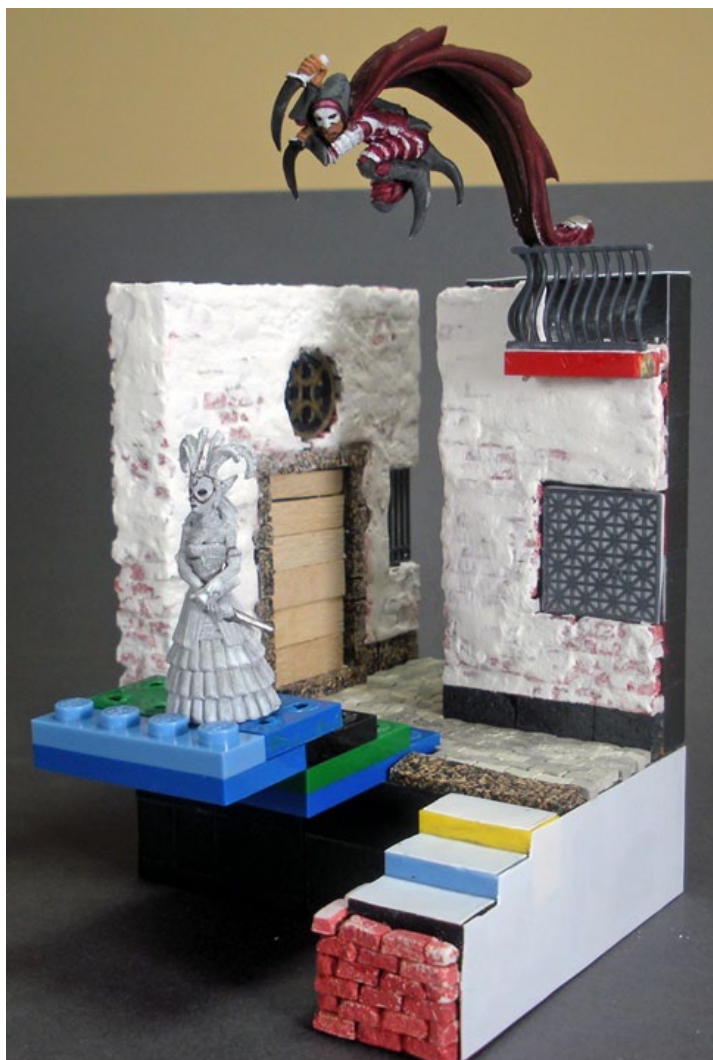
This is the part where my wife began to question my sanity. I took some spackle and covered the bricks completely. Hours of bricklaying work gone! Spackle is a compound here in the United States to fill in cracks for patching walls. This is what I used:

The end result of this was that the bricks were completely covered and as an added bonus, now had mortar between each brick! Once this dried, I then began to chip away at the spackle, revealing the bricks underneath.



The construction was nearly complete. I added another small Lego for the balcony base and more Grandt Line architectural elements for the balcony railing. A small pin was placed in the corner of the balcony to support the assassin as he leapt off the balcony. The pin was painted black and as it was tucked in snugly amongst all the other railings it really gave the illusion that he was in mid-air.

TUTORIAL



At this point, I turned my attention to laying down some paint. I was tired of building, quite honestly, and wanted to add some colour. The bridge I would finish after a break. I began once again with the walls. The base paint was done with Reaper Master Series (RMS) Stained Ivory. I based the masonry with a black undercoat, followed by RMS Aged Bone. This was shaded with RMS Bone Shadow and highlighted successively with RMS Polished Bone followed by RMS Leather White. The lower edge of the masonry along the street was covered with Dark Mud Pigment. The door was also undercoated with black. This was followed by Shield Brown as a base coat. The shading was done with RMS Russet Brown and Brown ink. Edges were picked out with Vallejo Model Colour (VMC) Deck Tan. Once again, I used RMS Blue Liner for the deepest recesses. As you can see, I've added some hinges (once more drawing from Grandt Line) as well as a small piece of card stock, a bit of greenstuff, and some brass wire for the door handle. The metallic bits were undercoated with black and at this stage have only been base coated with Vallejo Model Air (VMA) Gunmetal and black in a 1 to 1 ratio.



I then sponged on RMS Driftwood Brown, RMS Shield Brown, RMS Creamy Ivory, RMS Terran Khaki, trying to keep the pattern irregular. I used the lighter colours more heavily toward the top and the darker colours more heavily toward the bottom. The next step was to pick out

the deep cracks and where the stone plaster had been chipped away and applied a Sepia Wash followed by RMS Brown Liner for the deepest cracks and crevices. The metallic were highlighted with VMA Silver and VMC Metallic Medium for the spot highlights. As you can see, I have begun some weathering of the metallic as well with some Old Rust and New Rust pigments.



Next I turned my attention to the pavers of the street. The pavers were scraped and chipped to simulate wear and tear.

I randomly painted a few of the bricks with VMC Dark Sea Blue to add some visual interest, followed by a generous application of the Dark Mud pigment again. At this point the walls and the pavers were looking very similar.



I ultimately used a very thin wash of RMS Blue Liner toward the bottom to darken the building even further and to tie in with the assassin and master spy, both of which had their deepest shading done with RMS Blue Liner.



Once this was completed, it was time to chip off the plaster, add some more visual interest to the brickwork of the canal, and return to the bridge. I took a woodcarving tool and carefully chipped off pieces of the spackle

to reveal the bricks underneath. The bricks of the canal were painted with the RMS Redstone Triad along with some of the Redstone Shadow mixed with black to provide some variety. The Lego bricks were glued together and the railing attached on either side along with some plasticard on the individual steps to cover the holes left when I clipped the Lego bricks. I took Milliput and filled in the underside of the Lego bricks to give the bridge a more arched appearance.

The step of the bridge (as well as the landing) were painted with RMS Misty Grey and then heavily covered with a mixture of the Dark Mud pigment mixed with Black Smoke pigment. This was sealed with Dullcote to preserve the pigment so it would not wipe off. I was then able to paint over this with RMS Grey Liner and VMC White to do free-hand cracks.



The railings were done once again with a black undercoat, VMA Gunmetal mixed with black, pure VMA Gunmetal, washed with GW Devlan Mud and then highlighted with VMA Silver and VMC Metallic Medium. I took some of the Dark Mud pigment mixed with the Black Smoke pigment and attempted some rainwater streaking down the bridge. Looks like I got a bit aggressive at the base of the steps and a bit of the Lego is showing through.

The rust effects were again realised with RMS Dark Skin along with New and Old Rust pigment. I added a bit of bird dropping as well with Leather White.

I found I was enjoying the weathering and decided to go back and add a bit of dirt streaking to the walls where the plaster had fallen away.





Finally, I added the flowers and the poster to include a bit of “real life” to the scene; something else to catch the viewer’s eye and keep them interested.

The Water Effects

Unfortunately at this point, time was running short and I didn’t get many pictures. I took a piece of relatively thick plasticard and created a base for the whole piece and extended it out underneath the bridge and perhaps one quarter of an inch (0.5cm) or so past the gondola landing. The exposed plasticard was under coated in black and then I painted VMC Dark Sea Blue mixed with RMS Clouded Sea. I then created a barrier to the front part of the base and poured the water effects slightly tinted with RMS Clouded Sea. This was done several times to get an adequate depth. I then sanded down the water effects, which have a tendency to “climb” up the edges of the barrier as the water effects dry and contract slightly. Birch seed pod leaves were added to the water and the whole thing was covered in gloss varnish. Leaves were also added to the street to provide continuity.



The end result was this

I hope you find this useful. Good luck with your own projects!



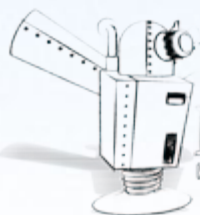
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EXHIBITION



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Annabelle Ward Photography

Mark Hawkins

EXHIBITION



Mihalis Skalkos



Myles David



Mihalis Skalkos



Myles David

EXHIBITION



AOBR Ork Warboss by Sublime Brushwork



Minotaur-bear (Beartaur?) and Battle Standard Bearer Beastman. Modified by Drakkol's workshop and painted by HellPaint Studio.



Painted by Barry Ford

EXHIBITION



Foundry Miniature Seven Years War Prussian Grenadiers (28mm) Painted by James Brewerton



Front Rank Miniatures Seven Years War French light Troops Painted by James Brewerton



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